Navigation mode and movement In this mode the map is shown as grey on black and is overlayed by a yellow, gridded display giving an approximate version of the routes available to you, any any bridges on the routes. When you first enter this mode the direction indicator will be a small white square, if you press fire now, you will drop out of this mode with your ZOID stationary.

Move the joystick in the direction you wish to travel, if there is an available route the direction indicator changes to a white arrow pointing the same way. Press fire.

You will now drop out of a navigation mode and your ZOID will automatically travel in the direction you have chosen. Your ZOID's navigation system will independently steer around outcrops, craters and so on. The ZOID will carry on moving until it comes to a junction, when you must redirect it.

Shields You control an octagonal system of shields. Each of the eight plates (the colour bars on the outside of the octagon) protects one of the ZOID's vital functions as represented by the eight segments. As your ZOID incurs damage these plates are progressively weakened making certain systems vulnerable to damage. The shields are colour coded from purple (maximum strength) through the blue and red scales to dark red (minimum strength).

You can rotate the plates by using the arrow icon in the centre in order to best protect your most important systems. Heavily damaged systems will flash. All systems will automatically repair (slowly) if they aren't too badly damaged.

Manipulate This icon will flash when you have found something. Activate it to pick up the object(s). You can also drop objects, e.g. surveillance mines which come complete with on-board computer, camera and a radio transmitter.

(When a ZOID comes in range of a mine a window will pop up displaying the section of map where the mine was left, the mine's I.D. and a picture of the ZOID. You can then choose whether or not to detonate).

City networks There are eight city networks containing several cities, a raw material mine, a power station, radio transmitters and so on. The city domes contain the massive construction plants within which the androids make new RED ZOIDS. The dome is a powerful force-field which protects the city from attack.

The mine provides the raw materials necessary for RED ZOID production. The power plant provides the Zoidar power necessary to maintain the protective force field over each city in its network. It has no protective force field itself, but if attacked, it switches its power supply to an impenetrable Deflector Shield. This has the dangerous effect of temporarily draining power from the city shields.

Radio transmitters are used for communication between cities.

Enemy Red Zoids in ascending order of power
A. Manufactured by fully functioning cities.
1. Hellrunner Fast messenger and reconnaissance ZOID with single, powerful cannon.
2. Slither Transport ZOID carrying supplies to the cities. Slow mover but heavily armoured and with concealed gun.
3. Spineback Fierce combatant. Protects cities and attacks player when alerted.

B. Irreplaceable
4. Nimble POWER-ZOID. Rare and highly dangerous.
5. Redhorn Leader of enemy RED ZOIDS. Hugely powerful and equally calculating.

Blue Zoids in ascending order of power
1. Spiderzoid The most deadly of the original Zoids because of its great speed.
2. Scorpozoid Heavily armoured fighting machine. Usual in rear-guard.
3. Trooperzoid Heavily armoured ground attack machine. The front runner in any Zoid conflict.
4. Tank A four wheel drive gun carrier.
5. Great Gorgon A huge heavy attack Zoid.
6. Mightly Zoidzilla Supreme Zoid combat leader. The most menacing Zoid ever created.

Control Free-roaming cross-hair. Entire game played on joystick except pause/restart game functions. The joystick controls the neuro-empathic reflex arc which links you to your ZOID.

Keys
Press m to toggle between music and sound effects
Press p to pause, press (**space**) to restart
Press (**restore**) to abort a game

Game Climax Should you succeed in rebuilding ZOIDZILLA you can then set about defeating REDHORN THE TERRIBLE. Progress towards this will prove increasingly difficult as the shrewd and vicious RED ZOIDS work ever harder to defeat you. But do not be afraid to try ...

4 ▶ EQUINOX
© Mikrogen 1986

The Game In the interminable depths of space, Asteroid Sury-Ani 7 floats majestically in a 400 year orbit. The crater scarred surface obscures the danger that lies below – a danger conjured by man in his attempt to strive forward in space colonisation. Radio-active canisters that were due for disposal now lie exposed in Sury-Ani 7's mining complex. The human inhabitants have now departed and only you – a disposal droid remain to dispose of the canisters before they become critical and annihilate the whole complex.

Asteroid Sury-Ani 7, rich in minerals, has been hollowed out into a huge mining complex. The complex is sectioned into eight levels. All levels contain radio-active canisters whose contents are dangerously unstable and liable to explode. The canisters must be disposed of as soon as possible. Gaining access to the different levels is achieved with numbered level passes. In order to obtain canisters and level passes, your dedicated disposal droid must use various tools, machines and components which are scattered around the complex.

Instructions for playing 'Equinox'

Display Panel Description FIRST WINDOW shows which object is currently being held. SECOND WINDOW shows how many lives you have left. THIRD WINDOW shows your score, and the six coloured squares indicate how much time you have before the canisters on the current level explode. FOURTH WINDOW has two pointers, the top pointer shows your Thrust-Fuel level, the bottom shows your Laser Energy level.

How to use the teleporter terminals Before a Teleporter can be used, a Teleporter Credit (cyan disc) must be spent at the required Teleporter.
To spend a teleporter credit When the held object is a teleporter credit, sit stationary within the teleporter and press the **USE** key or joystick DOWN. If you now wish to teleport, thrust up to the globe-like object in the teleporter and you will be teleported to the second teleporter terminal. However you may leave the teleporter and teleport at a later time.
How to use trans-level teleporters To enter a Trans-Level Teleporter you must be holding a numbered Level Pass. Select the desired level by moving your droid onto the corresponding select button and then pressing the **USE** key. The trans-level teleporter will only give access to levels which are less than or equal to the level pass that you are currently holding. Exit the trans-level teleporter by touching the door.

Controls for Level 2
FORWARD – Run/Enter Elevator/display hieroglyphs
LEFT/RIGHT – Turn at Intersections
BACK – Display Map and Key

How to use a credit dispenser Reset the droid on top of the red plate and press the **USE** key. This will swap one of your droid's lives for a teleporter credit. The dispenser will only work if you are not holding any objects.
How to dispose of radio-active canisters using disposal chutes Move into the yellow portion of the disposal chute and press the **USE** key. This will send the radio-active canister currently held to the containment room.

Default keys
To load press the SHIFT/RUN STOP keys together.
Use JOYSTICK PORT 2 ONLY
Q = UP
O = LEFT
A = USE
P = RIGHT
SPACE BAR = FIRE
3 = PAUSE
RESTORE = RESET GAME
JOYSTICK DOWN = USE
1 = DEFINE KEYS
2 = INSTRUCTIONS
3 = START GAME
JOYSTICK (on Port 2 only)

In order to complete "Equinox" you will need to be able to survive the harmful aliens on each of the numerous levels, and collect a pass on each one. You begin the game with three lives and any prolonged contact with an alien will result in a loss of one life.

Each level contains a Canister, Disposal Chute and Level Pass. You will have to collect the level pass in order to access the next level. As your search each level for these items your time will elapse. To enable you to find the Radio-Active Canisters and Level Passes you will need to use the tools and objects that have been scattered around each level. Once you have completed a level the timer indicator will change to a solid green bar which will indicate that all is safe.

In order to eradicate all danger to the complex you will need to have collected all eight canisters and disposed of them before the humans can settle safely in their new surroundings.

Use Batteries to restore your Laser Energy and Fuel Barrels to restore your Thrust-Fuel Level. If you should remain without fuel for too long your droid will explode.

N.B. FOR THE COMMODORE 128K OWNERS ONLY To load the game you must be in the 64K mode. To achieve this you must press the **RESET** key whilst holding down the **COMMODORE** key.

5 ▶ SCARABAEUS
© Ariolasoft

To Load Turn on your computer. Insert cassette. Press **SHIFT** and **RUN/STOP** together. Press **PLAY** on cassette deck. Plug your joystick into Port 2.
To select sound Press **M** to toggle between music and sound effects.

Level 1: Object The objective of Level 1 is to accumulate 9 hieroglyphs to complete your key. Your key is displayed by pressing **FIRE**. Hieroglyphs are collected by tracking down and touching Ghosts in the Maze. These Ghosts do not kill you. In Level 2, the completed key will enable you to identify medicines from poisons as well as good from bad Zombie traps. You need the medicines to survive the spider bite you received at the entry portal of the Tomb. Once you have completed the key, proceed to the elevator on the bottom row of the Maze.

Forward – Run/Enter Elevator   BACK – Display Map
LEFT/RIGHT – Turn at Intersections   FIRE – Display key

Level 2: Object The objective of Level 2 is to identify 8 medicines and 4 good Zombie traps. This is achieved by entering places of information as shown on the Maze map, and examining the hieroglyphs on the wall to determine if the potion or trap is good or bad for you. To examine the potion or trap, press joystick forward when facing the wall. Potions are shown as bottles, Traps as gas masks. If the 9 hieroglyphs in your key, that you have already collected, match those on the wall in any order in a square of 3 x 3 hieroglyphs, you have identified an item useful in Level 3. Move the joystick left or right to select the trap or potion bottle to take with you to Level 3. You should find 8 good potion bottles as without all of these it is more difficult to solve the puzzle at the entry to the Pharaoh's Tomb.

Selecting a wrong trap only affects your health status. Selecting the 8th medicine automatically kills all the Spiders. Beware! Some potions are poison. Making a mistake in matching your hieroglyphs will mean that you might select a bottle of poison! This can have disastrous effects!

The Pharaoh's Puzzle Finding the key to the Pharaoh's Tomb will enable you to pass through the walls on Level 3. To solve this puzzle when you encounter it, move the joystick left or right to position the cursor around the edges of the hieroglyph chart.
Pressing the **FIRE** button will flip the puzzle pieces of the row, column or diagonal to show their reverse sides. When all the pieces show the key to the Pharaoh's Tomb you will have the key.

Controls for Level 2
FORWARD – Run/Enter Elevator/display hieroglyphs
LEFT/RIGHT – Turn at Intersections
BACK – Display Map and Key

Level 3:Object The objective in Level 3 is to enter the Pharaoh's Tomb and thereby complete your task. To enter the Tomb you must solve the puzzle at the entrance to it. To help you achieve this you must visit the medicine niches and take medicine when you find it. Do not take any poison for it will kill you! Taking each additional medicine will open up new sections in the Tomb entry puzzle. At each medicine niche, press **FIRE** to find out if the medicine is present and move joystick up or down and press **FIRE** to take it or leave it.

Entry to the Pharaoh's Tomb To enter the Tomb you must move the centre hieroglyphs so that the four columns exactly match the side columns, which will only be completely visible to you if you have taken all 8 medicines to Level 3 with you. A colour change in the hieroglyphs indicates the position of the cursor. Move the cursor to the piece you wish to move, press **FIRE** to grip the piece and move joystick to its new position. To leave the puzzle and return to the Maze, press **FIRE** when you are in a blank square. If you have taken all 12 Zombies on this level you may take your time to solve the puzzle. There are 8 doors to the Pharaoh's Tomb, each with an identical puzzle. You are permitted 40 moves on each door. Your moves are recorded by a chain which appears on the door. After the 40th move a padlock appears to signify that this particular door is locked. Any further moves must be made on any remaining doors. Each door will reflect your current position in solving the problem.

Controls for Level 3
FORWARD – Run/Enter Elevator   BACK – Display Map
LEFT/RIGHT – Turn   FIRE – Sets Zombie trap

Using the elevator Walk straight to the wall where the elevator is. To go down, rotate the joystick in a anti-clockwise direction. To go up, rotate the joystick in clockwise direction. Each time, start in the FORWARD position and make sure that all joystick positions are switched in succession. If one position is missed or the joystick is released, the lift will fail to the next lower level. This affects your health status. The shaft colours change from grey/red to brown/red when the lift is at a level. To leave the elevator, press **FIRE**.

Status Indicators
Position in
the Maze: Shows the level you are currently on.
Health: Your current state of health is shown by the door behind the walking man. The door rises as health deteriorates. The paper tape shows your state of exhaustion. Careful! You can die from over-exhaustion.
**Time:** Expiry of time is shown by the sand grain timer. When all the sand has fallen through you will die!
**Direction:** The indicator shows the direction in which you are facing.
Maze Maps
On the Maze maps: – a skull shows position of a ghost
– the elevator is shown on the outer wall
– 4 different graphics show places of information or medicine niches as follows.

Location with a Monster – visited
– not yet visited
Location without a Monster – visited
– not yet visited

Monster Movement On Level 1 the Ghosts tend to move away from you. On Level 2, initally there is a Spider at each Place of Information. If you pass its location it will follow you but as it is slower than you are, you can lead it into the Maze to give yourself time to study the hieroglyphs before it returns. A warning will sound as it approaches. If it hits you from behind whilst you are examining the hieroglyphs your health will be adversely affected and the Spider will die. On Level 3, the Zombies will move towards you on the shortest possible route!

Scoring
Level 1:	For each hieroglyph taken	– 500 points
Level 2 :	For each decision on medicine or traps	– 1000 points
	For finding the Pharaoh's key	– 5000 points
Level 3	For each medicine taken	10000 points
	Medicine Bonus	– Depends on health state when last medicine is taken
		– Depends on time remaining when last medicine is taken.
	Time Bonus	– 10000 points
		– Depends on time remaining when
	SCARABAEUS	SCARABAEUS is
	Pharaoh's Bonus	located.

To view the scoreboard at any time during the game press **H**. Press the joystick forward to continue gameplay. The scoreboard appears automatically at the end of the game. Press **S** to restart game.
Pausing Press **RUN/STOP** to pause gameplay and to restart.

COMMODORE 64/128

FIVE ⭐ STAR

GAMES

SPINDIZZY
Electric Dreams

BATALYX

ZOIDS
Martech

SCARABAEUS
Ariolasoft

EQUINOX
Mikro-Gen

FREE SOFTWARE & SWEATSHIRT COMPETITION
See inside for details

Loading instructions

Insert cassette and ensure tape is fully rewound. Reset tape counter to zero. Press SHIFT/RUN STOP then press PLAY on tape. Repeat the procedure for each game remembering to reset the computer each time and to make a note of the counter setting for each game on the grid in the instruction booklet for easy location of games for future use.

If you encounter any problems in loading make sure the heads on your tape deck are clean and that the azimuth head alignment is okay. In cases of difficulty consult your dealer.

1 ▶ SPINDIZZY
© Electric Dreams 1986

The Game As we all know, working for the corporation is a hard life and the mission you are to be sent on this time is far from the usual run of the mill stuff. The back room boys have discovered a new dimension that contains a strange prospect as yet unknown in space.

Of course, they want it mapped and as Trainee Assistant Cartographer for Unknown Worlds, the job has fallen to you. Because of the Company's far from noble motivations (it's all government sponsored work you know), time is money. The more time you spend out there the more money the company can claim. The Remote Scout Craft you are given is an old fashioned Geographic Environmental Reconnaissance Land-Mapping Device, known as GERALD. The craft is expensive to maintain so your time is limited. If you do not move fast the mission will be terminated.

The ships computer holds the initial radar map of the surface and your task is to explore each area, collecting energy in the form of jewels, for which you will be rewarded with extra time.

Since this world is hung in the infinity of space, falling off is not a good idea. Should you lose or destroy your craft it will be re-created and beamed back to the last location visited, but this will cause an enormous power drain resulting in the loss of valuable time.

So there you have it – do a good job and the rewards will be great, otherwise ... well, you don't want to be a Trainee Assistant Cartographer all your life – do you?

Instructions When prompted to press EXT use the EXTEND MODE key or hold CAPS SHIFT and press SYMBOL SHIFT.
This program supports the kempston joystick interface.
Use the joystick or the direction keys to control GERALD. Pressing FIRE gives extra speed.
Pressing the FREEZE key will stop your craft on any frictional surface.
Map Press M to display the map.
Score Press S to display your current score at any time during the game.
Viewpoint Pressing 1, 2, 3 and 4 will alter your viewpoint. This will pass in the lower right-hand corner of the screen points North at all times to help with orientation.

Abort Mission Press EXTEND MODE or CAPS SHIFT/SYMBOL SHIFT to abort your mission.
Pause Press P to pause the game. Whilst paused the border will flash. Any other key will restart the game.
Eye Strain Press C to alter GERALDS shape.
Status Display At the top of the screen, the time left to play, the areas left to visit and the number of jewels collected are displayed.
Activated switches will appear in the lower left-hand corner of the screen.
Hints Due East of the starting screen is a beginners section. In this area are simple demonstrations of some playing techniques. Time will run slowly in this section allowing you time to experiment.
Some screens will give a clue as to a switch to activate. This will cause some features to appear or disappear. Occasionally two switches may need to be used together. The clue appears in the bottom left hand corner of the screen. Lifts may be used but may need to be switched on. Ice is slippery and trampolines are bouncy! Make a map; it will help you to find short-cuts (there are quite a few).

★ SPINDIZZY is licensed to ELECTRIC DREAMS a division of Activision UK Limited.

2 ▶ BATALYX
© Llamasoft 1985

1: The Obligatory Pseudo-Sci-Fi Bit (skip this if you want) A mighty Empire. A darkened Galaxy. Thus was the situation with the combined might of the Irata/Zyzaxian empire enslaving sentient life across known space. Barely a free world glimmered in that evil night. Not many – but to those that believed, enough...

For there were those who would be free, who dreamed of shaking off the black Imperial mantle and restoring freedom to the enslaved worlds. A band of brave rebels (just like Star Wars this bit!) hunted by the Imperials but sufficiently strong to avoid eradication.

Upon a secret Rebel world, hidden in the dark recess of the Metadonkey Nebula, some of the finest minds of the Free Species came to form what was known as Project BATALYX (after the home-sun of the plan's shaggy originator). The plan was daring; a raid on the Imperial capital planet of Zyzax Prime. Smash the Imperial hold on Zyzax Prime and the Empire would fall like a headless Rigellian Gizzurkka-antelope.

Before the Zyzans took it for their own, Zyzax Prime (then called K'ghokka-K'ghowla) had been a planet of peace and powerful magic, (actually it was just really really advanced technology) but to a half human who looked like magic). The Free Species intended to send a task-force to Zyzax with the intention of re-activating some of the ancient magical structures. With the Power once restored, the Zyzaxians could be made to flee by trained Rebel Wielders of the Power.

There were three main mission objectives. The legendary Iridis Base was said to be responsive to selectively directed streams of prismatic photon energy. Once re-activated the Power would flow through the giant pyramid in a laser-bright, beam, re-emerging in a giant prism of radiance.

Then there was the synchronisation of the 8 levels of the Great Psionic Generator of Dhi-O; once the spheres of all 8 levels were aligned legends told of "a really decent sort of bonus."

Finally there was the reactivation of the Metapsionic Power Wave Guide Channel (or 'grey corridor' as it was jokingly known). This could be activated by a specially – enhanced Psi-Operative just touching the sections and thinking really hard.

Unfortunately the Zyzaxians were well defended. (They'd better be or you'd have nothing to BLAST, huh?). They planted Halluconn-O-Bombers in orbit. They realised just how much the Human Rebel members of the Free Species loved those damn camels of theirs, so they made gigantic Robot Camels and turned them loose in the manner of that ancient battle on Earth, millennia ago. So it was that the humans had to jump in their ships and fire at camel-shaped things although it was entirely against their better judgement. Within the Grey Corridor they released Iratan PsiSats to ricochet off the walls, distorting the psi-sensitive matter within into unpredictable and possibly lethal configurations.

The plan involved a group of Master Psi-ops. They would enter psionic-linkage with members of the task force, leaping from mind to mind as necessary. Thus a Psi-ops could, by vectoring his empathy, be controlling a reaction-mass probe against Halluconn-o-Bomblets one moment, then seconds later switch to the mind of an Ancipital patrolling the Corridor, then to a human pilot flying against the dromedroids...

Such a scheme required that the Psiops have really mega minds. They'd have to keep track of a multitude of different strategies, flicking from one to the other as necessary ...

... Which brings us nicely to the game.

The skies change their flight paths and appearances according to the timer and the finest Minter traditions.

Options Screen. Once you've loaded the game it'll be sitting in options screen. Now's the time to plug the joystick in Port 2. Press FIRE a few times. Ooo, that's pretty isn't it? But nothing whatever to do with the options so leave it alone for now.

Pressing F1 sets the game level – effectively, the length of game you'll play. Level one lasts for over an hour, while level five goes on for only five minutes. Pressing F3 toggles the Stroboscopia on and off. I love strobo fx, but if your eyes are tired or you've a headache then you can turn off. Mind you if my eyes were tired or I had a headache I wouldn't be playing a video game. But there you go.

When the above options are set to your satisfaction, you can enter the game of your choice by pressing keys 1-6 according to which of the subgames you want to play. (Even within a subgame, you can jump instantly from one subgame to another by using those keys. The game remembers your position within each sub game and restores it when you return). Selecting a game from the Option screen starts play at the selected level. When playing, you can finish the game in progress at any time by pressing F7.

The Display The upper bit of the screen displays the action of whatever subgame you're in, the lower bit I'll explain now:
There's a long skinny horizontal rainbow line above the score and icons, right? That's the game timer. It ticks away and once it's gone the game finishes. It also represents game difficulty. If you enter a subgame when the timer's full, that game will be set on EASY. The later you enter a subgame, the harder it'll be to play. The moral of the story is that you should do the bits you find hardest early in the game.

Below that on the left are six little boxes. These little icons represent subgames 1-6 are as follows: 1 = Halluchn-O-Bomblets in space; 2 = M.C. 11 (the DromeDroids); 3 = the activation of Iridis Base; 4 = Cippy on the Run (in the Grey Corridor); 5 = Resyncronisation of the 8 levels (for Syncro II as we call it) and finally 6 = Psychic Swedish massage (well Psychedelia is like Swedish-massage-for-the-brain, right?)

To the right of the icons is a space for more icons (the Completion Icons for each stage) and the score. It's up to you whether or not you want to go for a mega score, or all completed Icons, or both. I did like to score on the numbers rather than the icons 'cos that was what people would expect. And the programme was easier.

1: Halluchn-o-Bomblets You control a little robot droid attacking the Hallu... okl let's call 'em aliens then. You fire by leaning the stick in the direction you want to fire. Thanks to Newton, your ship is thrust in the opposite direction to bullets you fire. Thus you steer the your ship by carefully firing in the direction you don't want to go whilst simultaneously trying to blap the aliens with your bullets.

Each time you blap an alien with a bullet you get a little square added to the tally at the bottom of the screen. If you should blap an alien with your ship, (naughty naughty!) you have a number of squares taken off. So think 'bullets not ship' ok? When the tally reaches the right-hand side of the screen, it resets and you get a bonus and half a Completion Icon. Thus you need to do it twice to gain the full Icon.

Loading BATALYX

Insert the tape and, holding down SHIFT, press and release the RUN-STOP key. When the tape might be loading their first ever game. It has to said). After you've pressed PLAY loading is automatic until the option screen appears. D'you like my little psychedelic loading thing?

2: AMC 11 I'm sure this will need no introduction. Attack the dromedroids with your ship's bullets. Repeated hits on the camels weaken and eventually destroy them (strength being shown by the colour of each camel on the scanner). Hits on your ship by camel's bullets, or by flying into the camels, reduce your shields. You can get by a camel's legs if you fly low. The camels march towards the right hand side of the scanner, if they reach it they are 'taken up' and an extra beast is added to the number remaining.
Your objective is to destroy all the dromedroids within the level, then warp to the next level. You get one quarter of the completion icon following a successful warp, but only if you cleared all the camels. (You can warp at any time, even with loads of camels left). Thus, you must clear 4 different levels to get the whole icon. (To warp, just keep accelerating. If you run out of shields, you are chucked down one level. The camel's bullets can be pretty devious. Watch out for those ones which stop and start. the higher the level you're on the more points you'll get for each camel.

3: The Activation of Iridis Base You are sitting on the back of this Mutant Camel, see, riding towards Indis Base and attempting to activate it by displaying a carefully-vectored trail of phosphenes. Very simple, basically. Watch the Vector indicator. The 9 pixels represent the 8 joystick directions and the FIRE button in the middle. The indicator feeds you a vector, and you must respond with your joystick as fast as you can react. Your reaction time is measured and points awarded for being quick. Each time you're too slow, you lose a phosphene from the trail. If you lose all six you must do the sequence again. You have to do 100-step sequence, for each phosphene you bring through to the end of the sequence, you get one layer of the pyramid illuminated. When all levels are done you get your completion icon and the pyramid lights up.

Learn to recognise some of the pre-set sequences that crop up. Some are pure random but some are stored sequences. Watch the trail of spheres; when it gets close to you you'll need to press FIRE with your next vector. Actually, the game can be played watching only the vector indicator, but you'll find that watching the spheres helps you anticipate certain actions.

4:Cippy on the run Cippy runs along a grey corridor. Wherever he walks, bands of rainbow light appear. The objective is to paint all the walls with colour. There are hostile spheres, however. They don't affect Cippy, but they change the colour of the wall sections wherever they hit. If Cippy walks on one of the changed sections then strange things happen; he may be inverted, or made to jump, or teleported, or his grav changed, depending on the colour of the changed panel. Cippy fires out a stream of bullets which may used to blap spheres. A scanner below the screen shows the progress. You have to paint all the grey bits allowing the spheres to claim as few bits as possible. Each complete corridor you do, you get a quarter of the Completion Icon. Every two phases there are Bonus Runs, with no spheres and a psychedelic Cippy. The game mechanic changes slightly on higher levels...
Cippy can run by pushing the stick left and right, and jump down between surfaces by up/down. You can also execute a jump on the surface you're on by pressing fire. The bullets flow constantly and you can't steer them with motion. Watch out for the black holes with the red bits in.

3 ▶ ZOIDS – THE BATTLE BEGINS
© Martech 1986

Zoid History
Zoidstar Millions of light years from earth lies the planet Zoidstar. Its rock and desert surface is scorched and barren. Its lifeless atmosphere hangs in perpetual heat haze. For aeons this desolate planet has suffered from constant warfare.

Here strode an ancient race of galactic warlords ... the ZOIDARIANS. Here stood the cities where they planned their conquests. Building these cities lay the mammoth construction plants that spawned their terrifying war machines ... ZOIDS.
Possessed of devastating firepower ZOIDS carried the warlords into battle. Nothing could stand against them. Planet after planet fell to their merciless onslaught, till their victory was absolute.

Heroic Combat Now the ZOIDARIANS turned on one another. Duels to the death satisfied their lust for battle, but this Heroic Combat threatened disaster for them. The ZOIDARIANS bore offspring rarely, their survival depending on their great life expectancy. The escalating death toll of Heroic Combat would inevitably lead to their extinction.
So, androids were developed to pilot ZOIDS into battle. The duels continued but the survival of the ZOIDARIANS was secure. The androids became increasingly sophisticated, eventually taking over the design and construction of ever more terrible ZOIDS.

5:Syncro II

Here you see the spheres bouncing about over a grid of coloured squares. By moving the joystick you can select any square you like. (The selected square is bracketed by flashing grey). If you press the button and move the stick, the selected square can be made to 'rotate'. All squares of the selected colour assume such rotation.
The objective is to make all the spheres on the grid stop dead. The spheres' velocities are modified by rotation of any square they pass over. Thus to halt a sphere, you cause it to pass over a square you've set up with a velocity exactly opposite to that end of the sphere.
Halted spheres stay halted a finite length of time; eventually they drift, so don't hang about. Once all spheres are stopped you get a bonus and go to the next level. Completing all 8 levels gives you the whole completion icon. On later levels you encounter invisible squares, too. These may be used just like normal ones; just that you can't see them!

6: Psychedelia Well I was going to put a PAUSE mode in, but this is much better. When you need to, drop into SUB 6 and relax. The timer stops and you can stay in the subgame until you've got your head together enough to play on. The controls are a subset of real PSYCHEDELIA allowing S = symmetry change and C = cursor speed. You can also use f1 and shift f1 to change fore- and background colours.

About the Game Generally It's best to tackle those stages you find most difficult, early on in the game. The stages you're most skilful at can be tackled later on when the main timer is a bit closer to running out.
You can end the game in play at any time by pressing F7. This isn't a true abort, but an early termination (high-score checks are still performed).
If you leave the game in option screen for more than 30 secs, it will display a picture of Batalyx. To restore the option screen press any key.
Anyway, have fun playing it. So far when I play I usually go for completing as many icons as I can rather than taking a lot of notice of my actual numeric score, but that's a matter of taste anyway. You can, of course, just play each game as a game in its own right – play AMC for half-an-hour, say, and use normal scoring...

5: Syncro II Here you see the spheres bouncing about over a grid of coloured squares...

The Meteor Storm When the skies over Zoidstar burned in a blaze of colour the ancient warlords were unaware of the devastation to come. The ZOIDARIANS were doomed by the poison from the skies, within days only the selected colour assume such notation.
Alone now the androids created ever more fearsome ZOIDS. Supplies of Zoidar power began to dwindle and ZOID turned on ZOID turned on ZOID for survival.

The Blue Moon The ZOIDARIANS kept a battleforce of ZOIDS on standby in space. Caught in the meteor storm, the battleforce attempted to land on the Blue Moon, a frozen and inhospitable world. Most of the battleforce survived, though their ships suffered terrible damage.
The androids soon discovered that the icy cold was their worst enemy. ZOIDS had to be transformed from cold metal into boiling fluid machines. To survive they had to become ... RED ZOIDS.

Red Zoid Attack Forced to cooperate in the desperate struggle for survival, RED ZOIDS learnt to operate together. For the androids, the urge to combat was superseded by the need for conquest. THE RED ZOID battle squadrons were made ready for return to Zoidstar.
BLUE ZOIDS still locked in individual combat, were taken by surprise. City after city fell to RED ZOID IMPERIAL LEADER, REDHORN THE TERRIBLE, a mutant monster hell – bent on destruction. BLUE ZOIDS were forced to unite. Their androids set to work to create a BLUE ZOID to challenge the mighty REDHORN. Their efforts culminated in building SUPREME BLUE ZOID COMBAT LEADER, ZOIDZILLA!

Earthman Into the maelstrom plunged an insignificant spacecraft. A BLUE ZOID patrol reaches the wreckage first and the androids retrieved a humanoid pilot, still living.
The humanoid from another galaxy was repaired. Called EARTHMAN after his home planet, he quickly learnt the ways of this new and terrifying world. EARTHMAN proved to be a fearless and cunning fighter, a quality not often found in androids.

A Fateful Mission Mindful of his future and indeed the prospects of his home world, should RED ZOIDS ever leave Zoidstar, EARTHMAN proposed a desperate plan. He would land with ZOIDZILLA in the heart of the RED ZOID city complex, there to seek out and destroy in Heroic Combat, REDHORN THE TERRIBLE.
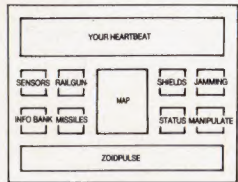
Live the Game – Become the machine YOU are EARTHMAN. Landing preparations complete, the descent begins. Suddenly, sensors pick up an unidentifiable object – presumed hostile – approaching your craft at speed. As you make your hurried escape you see your craft explode, dispersing ZOIDZILLA across the landscape.
RED ZOID patrols are sent out and recover the wreckage. As a precaution against the BLUE ZOIDS regaining the pieces of ZOIDZILLA and rebuilding him, they bury the pieces under 8 different city domes.
You manage to avoid the patrols and unload the TANK ZOID which you brought down in your escape pod. Now your task is even more perilous, you must first recover the pieces of the mighty ZOIDZILLA and rebuild him before taking on REDHORN THE TERRIBLE.
You climb into the command capsule of your ZOID and merge minds with the machine. Instantly you are as one. Your eyes are closed, your body motionless. In your mind the ZOID projects its experiences. The battle begins...

SCREEN LAYOUT

YOUR HEARTBEAT This reflects the state of urgency in the game.

ZOIDPULSE This indicates the state of your ZOID, becoming weaker as it is damaged.

ICONS The eight icons on this screen fall into three main groups.

A. Information about the enemy
Info Bank This will animate when activated. Pictures of enemy objects and information about them are stored in your ZOID's memory banks and will be displayed for any object on the map that you select.

Sensors This icon also animates when activated. It relays supplementary information given by an assortment of sensors on the outside of your ZOID. For instance you will automatically receive warning of incoming missiles and you will be given a chance to intercept them (using sonic or heat flares, or jamming).

B. The Mode icons Activating any of these put your ZOID in a particular mode. Only one of these may be activated at a time. You must then go to the map to select your target.

Railgun This uses an electro-magnetic pulse to propel high velocity metal projectiles at your target.

Missiles You fire conventional missiles which are more difficult to target than the railgun, but correspondingly more effective.

Jamming Scans the surrounding area for all objects giving off an electronic, signal e.g. radio transmitters. You may then wish to try to jam the signal.

C. Information about your Zoid
Shields Assess your damage and set your shields to protect your most valuable systems.

Status See how many of the eight pieces of ZOIDZILLA you have collected and review your rating.

Manipulate Check what you are carrying and pick up or drop items.

THE MAP The map gives a display of your immediate surroundings, (a tiny fraction of the overall terrain) marking on it enemy cities, mineral mines, power stations, and so on (all in yellow) and enemy ZOIDS (in red). The blue symbol approximately in the centre of the map represents your ZOID. Moving the cross-hair over the map and pressing fire calls up the target-select window. This displays – in icon form – all objects of interest in the vicinity. Once again the blue symbol represents your ZOID. Pressing fire while the crosshair is positioned over this icon transfers control to navigation mode (see below).

The result of selecting any other icon in the target-select window depends on which of the mode icons are currently active, as follows: (Info Bank can be active in conjunction with any of the modes and provides a picture and relevant information about the target).

1. Railgun (N.B.) This will time-out after a few seconds, to avoid over-heating)
This consists of two windows.
(a) TARGETTING SYSTEM (Left Hand Window)
The level indicator on the right displays the number of projectiles currently loaded into the magazine. Reloading is a continual but slow process. The level indicator on the left reflects the damage status of the target.
The target is represented by a spinning diamond. Using the joystick, you must pull the target into the focussing beam (the square area in the centre of the display) when it will expand. When it turns red it is in range and can be hit. Press fire to launch a projectile.
All targets possess electro-magnetic jamming devices of varying effectiveness, which they will use to deflect your focussing beam.
(b) TARGET CLOSE UP (Right Hand Window)
This gives a detailed close up of your target.

2. Missiles First load your missile with an appropriate amount of fuel using the arrow icon. Then activate the launch icon at the base of the window. A new set of windows will open.
The large window at the left displays long range views of the elevation (side view) and heading (plan view), of your missile. At the far left of the window are two gyroscopes together with close-ups of the side view and plan view of your missile which are highlighted in white when selected. Both the elevation and the heading can be changed by moving the joystick up or down. The trigger selects between these two; by holding it down, you control the missile's heading otherwise you control its elevation. Your missile accelerates at a white dot in the right hand section of the window and the target as a red pyramid.
To the right of this is a close-up of your target in Railgun mode. Under attack this switches to a forward view from your missile. To control the missile's retros and avoid enemy flares move the joystick right or left.

3. Jamming (YOU MUST BE STATIONARY – SELECTING JAMMING WILL AUTOMATICALLY STOP YOUR MOVEMENT).
A window will pop up showing the target signal in the top half and your own output in the bottom half. Your aim is to produce a wave which precisely matches the target wave. First you need a carrier wave. Using the top icon will open up a small window with your available carrier waves displayed as icons. Make your selection. The wave will now be used as the basis for construction of your output wave.
Now use the middle icon to similarly select a variable wave. The combined signal of these two waves now forms your output wave.
Activating the bottom icon opens your variable wave-adjustment window. From left to right, the top three icons can be used to vary the frequency, amplitude and phase of the variable wave. Activating one of these opens a small window with a meter display of the current value of the chosen icon. Use the arrow icons to change the value as desired. Your output wave is continually updated to show the effect of any changes. When you think you have matched your output wave with the target wave, activate the transmit icon at the bottom of the window.
The resulting signal is now displayed where the target wave used to be. If you succeed in completely matching the target wave and jamming the signal the display will show a straight line. You can leave this mode and keep jamming, so long as you don't move your ZOID (jammed missiles will however, immediately explode).